



MACE *SIG.* November 1998

SOFTJEE

Easy Beat aims to offer features to rival Steinberg's Beat Box offering on the PC platform. Easy Beat enables rhythms to be composed like a drum machine. Several digital effects including distortion, reverb and echo are included along with many other desirable features. Output options include Easy Beat or Digital Tracker song format, MIDI file or audio sound.

SOFTJEE, F-47200 LONGUEVILLE France

<http://www.perso.ho.fr/~softjee/>

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Atari Serial Mouse Interface

Mario Beecroft in New Zealand has announced a plug and play Atari serial mouse interface which enables any PC serial mouse to be connected to any Atari ST/e/TT/Falcon or compatables via its mouse port. The interface doesn't require any drivers and supports track ball, touch pads and

and any other Microsoft or Mouse Systems compatible serial pointing device, leaving your serial port free for other uses. The interface is a small unit with a serial mouse plug at one end and an Atari mouse plug at the other. To install unit, just plug it in, nothing else is required.

Cost: approx \$40-50 including mouse.

Mario Beecroft PO Box 332 Kumeu

Auckland N.Z. <http://www.pl.net/~mario/>

Mace BBS

The Mace BBS as we knew it has been closed down, but all the files plus more are now up on the Melbourne PC club's BBS.(our BBS) Jump on its great

03-9699-6611



WYSIWYG

WYSIWYG - What You See is What You Get

This is claimed by all desktop publishing Software, but as far as I know, Calamus is still the only WYSIWYG desktop publisher on the market. This is because it has a special zoom function which shows you your document at a Printer 1:1 ratio - that is one pixel on the screen exactly represents one printer dot on the paper. You can't get more WYSIWYG than that

Sig Committee:

Graham Hurford.....Sig Leader

Roger Davies ...Ass Sig Leader

Ruth Morley

Sue Scott

John Rooke

Monty Maizels



**Now why not check out the
Maggie home pages at...**

[http://www.users.zetnet.co.uk/
maggie/index.htm](http://www.users.zetnet.co.uk/maggie/index.htm)



Sue opened the meeting, then handed over to Roger who then showed how to hook up both the ST and the Falcon to the clubs projector. The ST plugs directly into the RCA input, whereas the Falcon has to go through an adaptor. One then has to bring up a menu on the screen and adjust the video and audio settings accordingly.....NOTE power up projector before the computers.

Roger handed over a cheque earlier in the week, (of which details will be in a later mag) ensuring the (old) Mace members were on the PC database.

Question asked as to when we receive our clubs magazine, and it was agreed to ask Joe Henry.



Mark then demonstrated what, where, and how, to unzip programs.very handy.

Steve then described an Audio Desktop MIDI recording system using a setup of 3 units

1. Yamaha MIDI keyboard
2. Yamaha TG100 Tone Generator
3. Falcon 030

Sue then completed the musical demo when she showed how to write a new score - a jingle with up to 16 channels, all created by double clicking (channel 10 is reserved for percussion)

Roger won the raffle (3 times!) but donated the larger prize (Monitor master) back for redraw, which eventually was won by John Rooke. fini 1:30 pm

Peter's Story.....Peter Minter

In July 1997, I heard about a new class at WEA for Deaf people. It is called The Certificate of General Education For Adults. Vicki Coughlin, the Literacy Coordinator, encouraged me to attend as I am Deaf and visually impaired. My teacher is Kathryn Lorraine, she has a deaf support teacher named Pam Wellsto assist her.

I have been using Atari from 1984. At WEA I was able to use an IBM Computer with Zoom Text Which was provided for me. As I did not have an IBM computer at home, the Blind society told me I could apply to T.A.D. (Technical Aid for the Disabled). Our contact was John Travis.

John Travis issued me with my IBM computer. Kathryn and I were given a run through by John. A new world opens for me, thanks T.A.D.

In August 1998, I enrolled at TAFE and asked Kathryn to come with me as my teacher and interpreter to help me learn about the IBM computer.

Now I attend TAFE two mornings a week and WEA one day a week. Sometimes I have a lesson on my computer at home. Ted, Jane and Mark are a big help. I use a 19 inch monitor and enlarged manuals so I can see. That means I don't need Zoom Text.

September 1998, was a special time for me, I, Peter Minter, was nominated for a WEA Hunter Learner's Week Award. Vicki and Kathryn had entered my name.

Then we waited and waited, Kathryn told me about the talk by the teachers from England, it was very interesting. My hands were cold and clammy, will I be the winner? It would be the first time I have ever won something.

I would be proud to win, I am the only person who is Deaf and vision-impaired who is there.

The time is now, at last I would know if I am one of the winners. Yes! Kathryn has just told me I am a winner! Mum is happy, Dad is proud of me. At last, after all my years of trying I Know with God's and Kathryn's help, I will make it.

Kathryn takes me up to receive "my award". For the help and dedication of my teachers Kathryn, Pam and Vicki, my Parents, who are always there for me, a heart felt thank you.

I have made it, there is still a long way to go and a lot to learn, but I will be trying. A special thanks to TAD and John Travis, also Ted Harvey of TAFE

Thanks be to God.

This is not the end of my story, just the end at this segment.

Peter Minter.....Mace member

Hellgate

Note - This version is only in it's Beta testing mode, it is not a full game yet as a lot more needs to be added.

The Scene It is the year 2196. You are a special operative based on the planet Neptune which was terraformed almost twenty years ago. Your current mission is to investigate the recent increase in crime in Neptune's largest city, Metroville. All clues point to the large warehouse complex on the edge of the city.

Background Info

Hellgate is a "fully 3D, first-person perspective, action packed shootem 'up" in the style of Doom which many of you should have heard about if not played.

But what makes this different?

This game has so far been developed entirely in STOS with it's 3D extension thing. Even though this is in it's early stages you can see quite a significant difference between this and substation (the only other doom clone on the ST). There is more colour, more detail on floors, peculiar enemies and the ability to control your character with the mouse.

Observations

The animations are well done, such as turning of machine gun and when you die, which you will do very often on suicide difficulty. The levels are more or less rooms with an unusual method of bypassing doors. The levels can be confusing at times, but it's fairly easy to get around them and you'll find yourself stumbling over the exit sooner or later. At the end of each section there is a big bad boss for you to kill, have fun.

And weapons?

There is a small array of weapons for you to and, though you do start off with a pistol. There's a shotgun, chaingun, rifle and a rocket launcher. There are however, no non ammo weapons such as knives, sticks, fists etc.

What about Graphics & Sound?

The graphics aren't excellent, but they are well set out and things can be made out fairly clearly. The enemies are extremely unusual polygons. Turning quickly can distort the view of the walls, in fact it looks as if you can see through them. The music can be annoying, however you can turn this off so that's a very good thing indeed. The sound of gun fire is very pleasing, and when things are hit too.

Any Extras?

There are no "special" weapons as such, but there are secret rooms with ammo and useful items dotted around the levels.

Pro's

It's a game well done, especially in STOS. The graphics and sounds are reasonably good. More colourful than substation.

Con's

Without a hard drive it takes ages to load. mouse control can be a bit dodgy. It's still not finished.

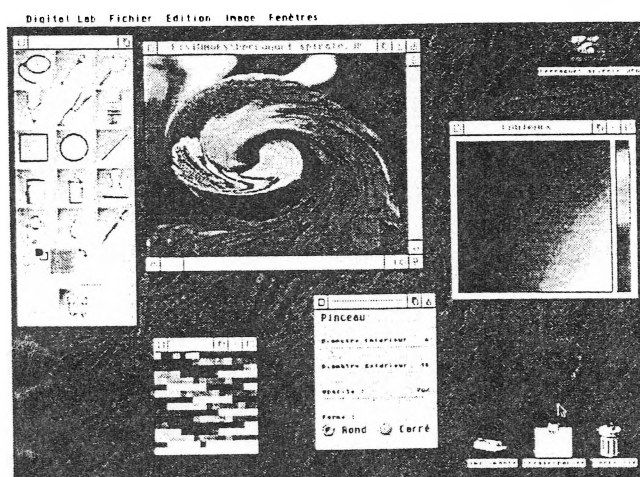
OH, DASH IT ALL

You may have seen the use of different types of hyphen. Three 'dashes' can be used depending on the purpose.

Hyphen: Uses the (-) sign to break up single words.

En Dash: A slightly longer hyphen which normally replaces the word "to", as in "pages 17-25"

Em Dash: The longest dash —used to set off a parenthetical phrase. On a typewriter this is represented by two hyphens. DA's Layout uses the same principle, but automatically joins them.



Digital Lab

If your looking for some graphics software to push your Falcon to the limit take a look at Digital Lab, developed by Frederic Bayle and Eric Cunha in France. Digital Lab uses the M & E module system to handle images and runs on a Falcon and other TOS compatible machines with 2Mb memory minimum. Digital Lab is shareware and costs around #0 English pounds. Currently there is no English release, but the the current French demo versio9n is available for download from:

http://perso.club-internet.fr/f_bayle/

email:

f_bayle@club-internet.fr

da-cun_e@epita.fr

Atari Computing ...issue 10

Bond Movie

The composer of the score to the latest Bond movie, David Arnold, uses an ST. In a recent C4 documentary am ST was sighted creating the score in, what looked like, his attic.

Web Ring

Just in case you hadn't noticed Atari Computing magazine articles usually include web addresses for more information about products and software. These Uniform Resource Locators (URLs) make good starting points because most web pages include a links page to other related web pages. Surfers can select sites in the Web Ring at random, or move from one site to another until all sites in the ring have been visited.

The Atari WebRing includes around 130 different sites but the exact number is constantly changing as new sites are accepted and others leave.

<http://www.webring.org/cgi-bin/webring?ring=atari;list?page=1>

Zorg

Lodovic Rousseau has recently released Ze ORGaniser his disk and File Manager as freeware under the terms of the Gnu Public License (GPL).

Zorg can defragment and optimise hard disk partitions and includes options to edit binary files and sectors directly. The archives is available for download via ftp from: ftp.lip6.fr/pub/atari/Disk/ZORG_210.LZH.

Anyone interested in getting involved with future development should get in touch with Ludovic at:

Ludovic.Rousseau@wallace.gemplus.fr

fVDI v0.85

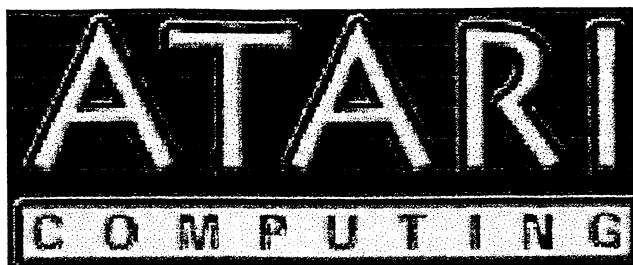
Fenix/Fast VDI programmed by Johan Klockars, is a freeware screen accelerator similar to NVDI in concept. This release offers similar performance levels to NVDI on STs and Falcons (in monoachromic mode). text effects, arcs, circles, ellipses, vector fonts, and printer drivers are not currently supported. **fVDI is easy to port - device drivers for PCI cards on the Atari clones can be written with ease.** Native code drivers

Stratos

The French CDRom "Stratos" has been delayed, those awaiting the next issue (our 3rd), will have to be patient. Copies arrive through Atari Computing (England), and they have not received any of this issue from the French group yet.

Zip 2.0

This release features long filename support, compatibility with PKUNZIP 2.04, but no GUI! It's described as a beta version for Mint, but seems to work fine on a Falcon running MagiC - download from <ftp.ibp.fr/pub9/atari/Archives>



Features

Milan
Solution Software
MIDI Programming
Inter Jam
Cyberstrider Files
Suggestive remarks
Site seeing
Maggie

Shareware

News
Texel Hyp
Stewart v1.10b
FreeGEM v1.7
GEM Nethack
aFTP beta
Calc Cyber
Calc 3D

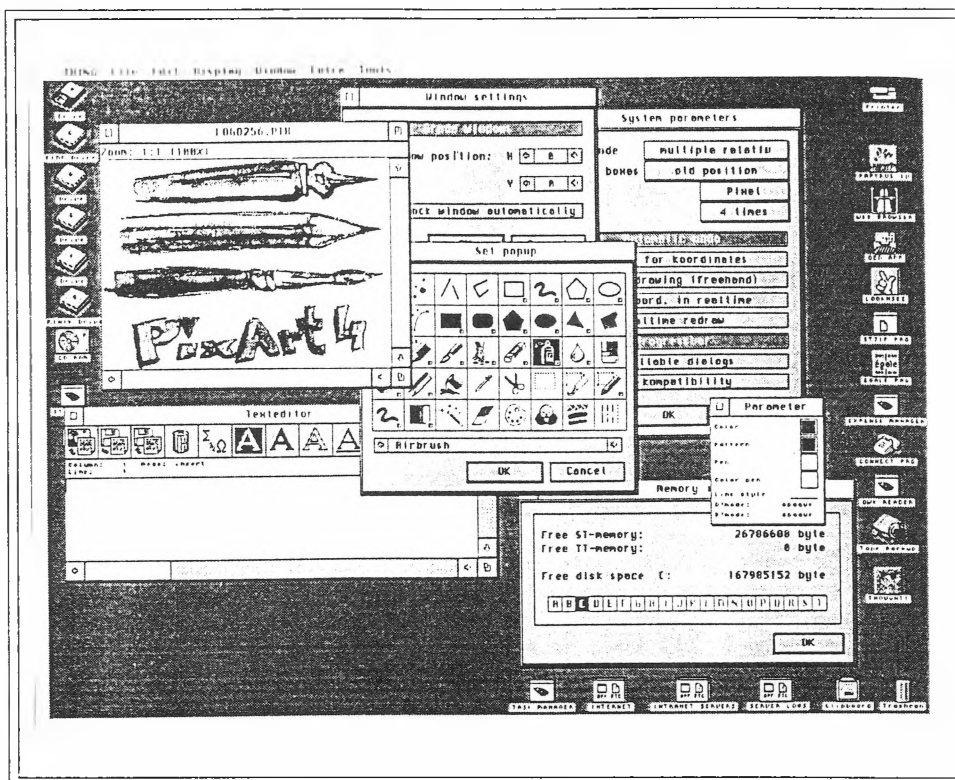
Reviews

Aniplayer vs Mplayer
Sounds and Stuff CD
Falcon select CD
Calamus 98
Solitaire
Nostalgia

Tutorials

Trackers
HiSoft Basic
Papyrus
Inside GEM
DTP with DA's
Layout

Roger Davies	03.9879.1109
7 Lansell Close	
North Ringwood	
Melbourne Melbourne	
Victoria Australia	
emailRogerd@alphalink.com.au	



Many of the ST's best colour paint programs have divided the canvas and tools into two separate screens toggled by a right-click of the mouse. Higher screen resolutions have negated this, favouring fixed, or more recently, floating tool boxes alongside the image that can be opened or closed as necessary. PixArt offers extra flexibility by using a hybrid - the tools groups may be opened permanently from the drop down menus or selected from a customisable popup which is just a right-click away.

An impressive array of tools is available combined with the concept of producing composite functions from the logically separated tool, path and medium operators. You can define a polygon then use that as a spray-brush, for instance. By default (and this applies to block operations as well) you define the shape, rotate then place it. The rotation takes some getting used to but is extremely useful and may be turned off, all tools work in a zoom mode, it's excellent and will make you wonder how you managed in other packages without it.

Adding text to pictures is easy, again, it's prepared separately, in a rudimentary text editor - I tried to write this review with it, and found the buffer space was too small. Otherwise save for the odd dropped character because it can't keep up and quirky line wrap, it's more than adequate. For the best results and access to thousands of (vector) fonts you should use either SpeedoGDOS or NVDI. Text can be rotated to.

PixArt4 has attained new heights of sophistication and power, without sacrificing user friendliness, a similar feel to Papyrus. Hopefully 16/32 will improve the English manual, despite being well written it's a solid mass of text with no screenshots and slightly poor quality given the asking price.

Full report 'Atari Computing (issue 10)

K Playable preview,

---Falcon only.

K is a promising "Mario Kart" style game for the Falcon. The game is being developed by French demo coders EXA, who are also reported to be working on projects for the mysterious Centek "Phenix" super-Falcon clone.

The gameplay is a superior version of the basic "Mario Kart" premise - in addition to racing the other cars on the circuit, there are also bonus power ups to assist the player. Obstacles, such as walls and water are not just for show with amusing possibilities such as "flooding" the engine of your Kart if you drive into the lake. The full version of this game will indeed be something to look forward to.

Anthony Green @ Fujination

NVDI 5 is now available and supports many new printers as well as background DMA printing under MagiC and much more. Prices will follow. Upgrades from version 2/3/4 are available.

Members of the club may be interested in Titan's new Coldfire based Accelerator for the Falcon. Completely plug in, high speed, suggestions of 40/50 MHz initially (the AB040 was only 32MHz) with TT-RAM support for 72p SIMMs and 168p SDRAM up to 256Mb! The Coldfire range of Motorola CPU's currently goes up to 90MHz (with faster versions imminent) so this board will probably be able to accommodate such chips in the near future (same board!).

The best thing is the price, the AB040 was over A\$1250, this board will only cost in the vicinity of A\$600 and offers considerably higher performance. A 32MHz 040 gives about 27MIPS, a 50MHz Coldfire about 50MIPS. It should be almost twice as fast if Motorola's databooks on the chip are anything to go by! And for half the price!

6) Not only that, but this board can accommodate, Eclipse, a PCI expansion slot for the Falcon 030 (with or without the Tempest Coldfire Accelerator) to give the Falcon the ability to take PCI expansion cards. Initially the device will only support video cards based on the high performance ATI Rage 3D chip set. The card is virtually given away with the adaptor! For the Adaptor, 2Mb video card and driver software, you will pay no more than A\$600. Possibly somewhat less!

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